Bloodwych

LEVEL SEVEN

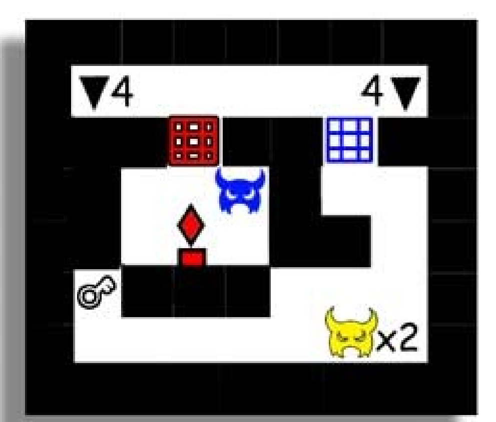
- Trader
- Enemy with Armour
- Enemy with Weapon
- Enemy with Armour & Weapon
- Enemy with Health/Coins/Common Keys
- Enemy with Armour, Weapon, and Health/Coins/Common Keys
- x2 Group of 2 Enemies
- x3 Group of 3 Enemies
- x4 Group of 4 Enemies

- Unlocked Gate
- Locked Gate (Requires Common Key)
- Locked Gate (Requires Special Key of Same Colour)
- Special Key
- Special Gate (Requires Floor/Wall Switch)

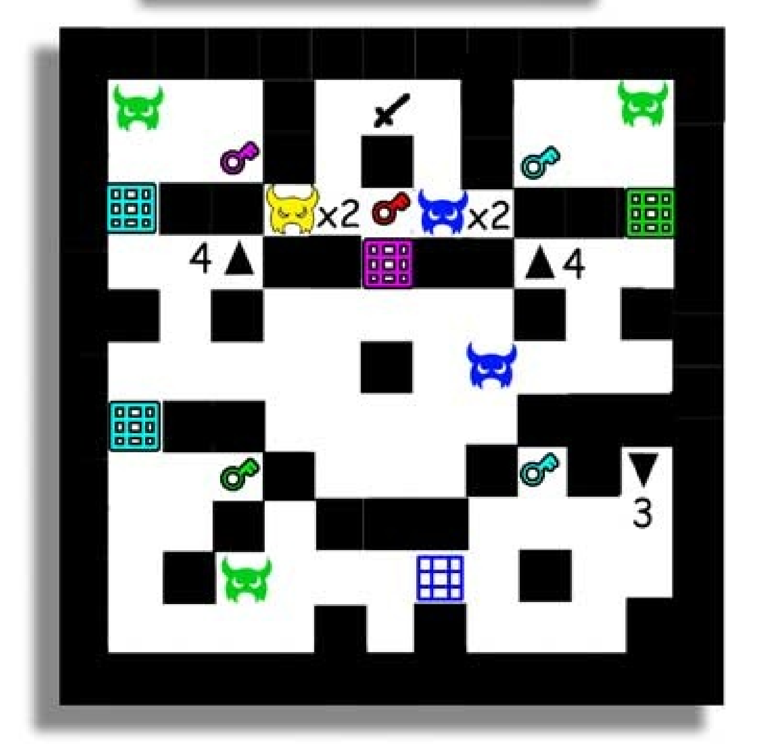
- Wall Switch with corresponding Fake Wall
- ▲1 ▼1 Ladder Up and corresponding Ladder Down
- A A Hole in Floor with corresponding Hole in Ceiling

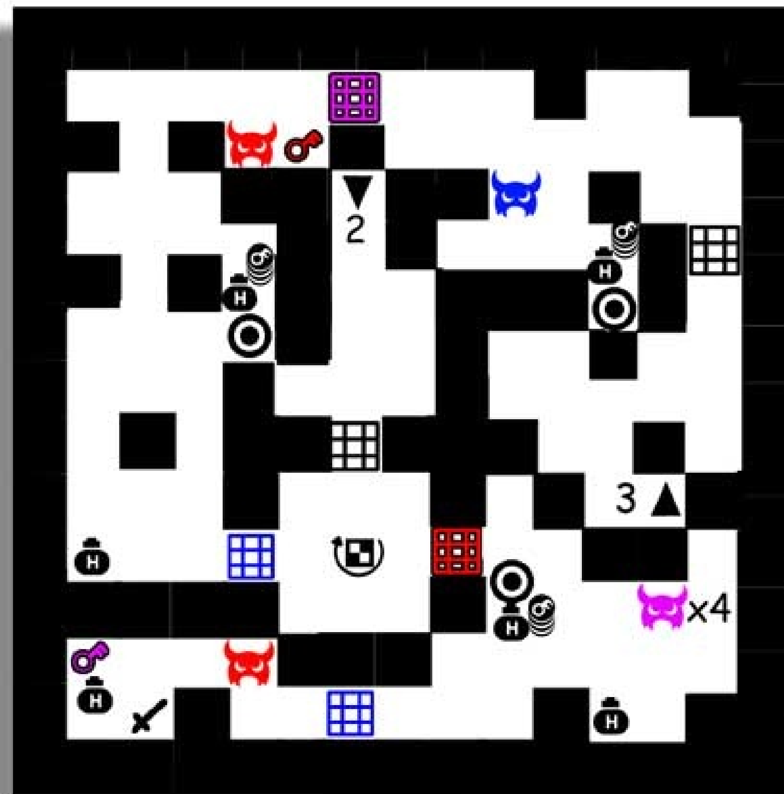
- Floor Switch (Some are invisible)
- Regeneration Room
- "Spinner" Floor Switch (Spins player either 180 degrees or randomly)

- Coins/Common Keys
- Shield/Armour
- Weapon/Ammo
- Health (Food/Drink/N'egg/Potion)
- Gem
- Wand



The top of the tower, and the third gem ("Serpent") is on this floor.





There's lot's of good items on this floor and the floor above; time to take stock!

There is a red wall switch behind the special gate; I don't know what it does. There is also a visible floor switch near the centre of the floor that has no immediate purpose either, but there is an *invsible* floor switch immediately before it that activates a nearby fake wall. However, this fake wall seems purposeless as well.

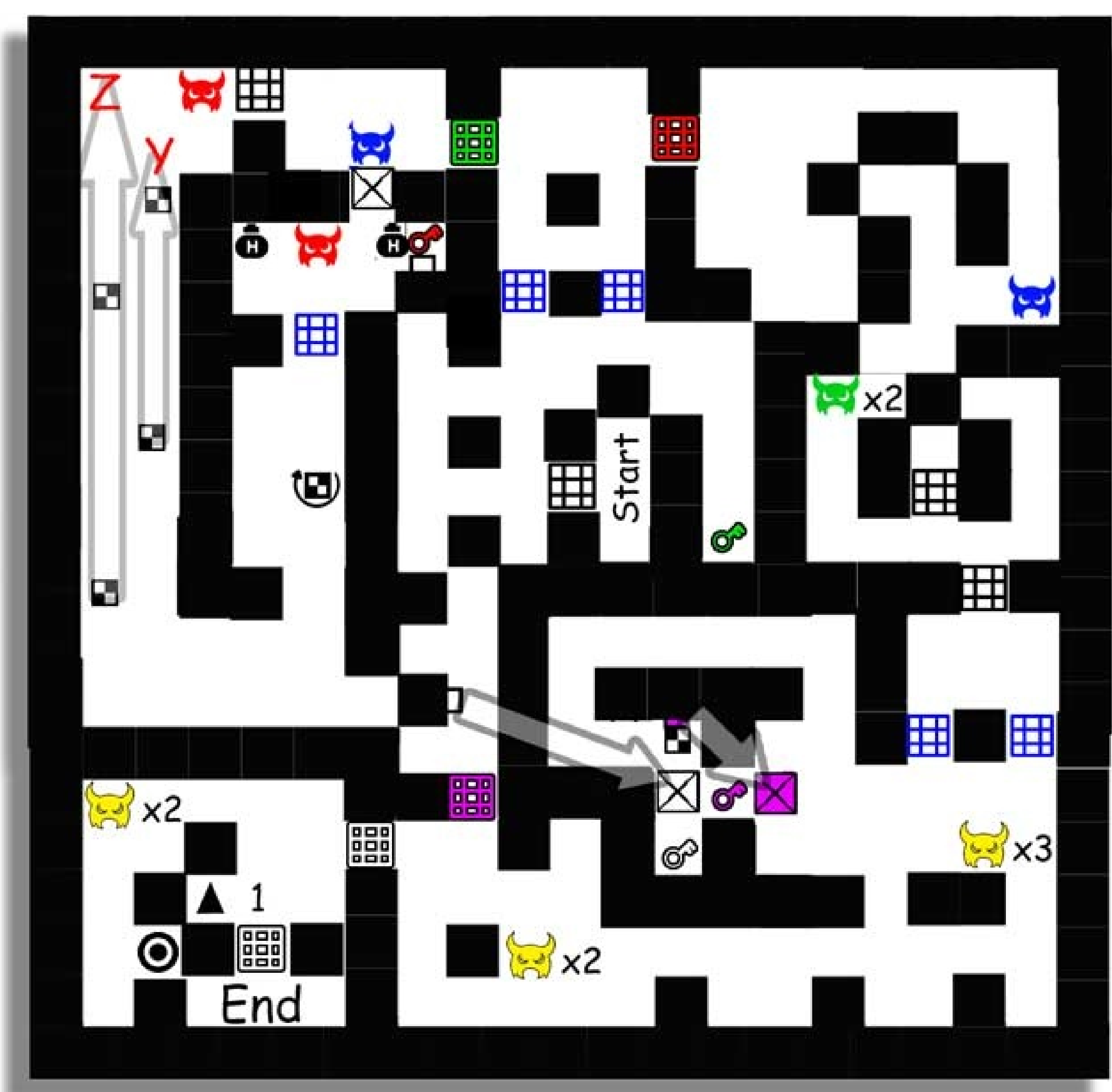


There is a pile of bones that seemingly belong to Player 1 on the square marked with a red X, even if Player 1 is still alive. If Player 2 places them in the Regeneration room, Player 1 teleports to said room.

Exploring beyond the square with the red X, fireballs will begin ricocheting around the floor, launched by a green wall switch with an irremovable gem. This is highly annoying. The diagram below shows the squares that aren't safe as red...



Work your way along the winding corridor, using the safe squares as you go, and cast a "Formwall" spell onto the square to the right of the fireball-spitting wall switch marked with a W; that'll solve the problem.



The floor switches on the left of this floor teleport you in the direction of the arrows; the ones nearest the outer wall will teleport you to the square marked "Z", whereas the inner-most switches will teleport you to the square marked "Y".

The floor switch situated amongst the fake walls will activate a purple wall switch on the same square. Pressing this switch will deactivate the purple fake wall, allowing you to obtain the chromatic key. Use the key on the purple gate, press the white wall switch, and this will deactivate the white fake wall, allowing you to obtain the chaos key.